## HTML5 & CSS3 Training

Mode: Classroom

Duration: 24 hours

This program will provide you with training on HTML5 & CSS3 topics.

## Mode: Classroom

## Course Outline:

1. Why HTML5 and CSS3?	6. Audio and Video
Why do we need HTML5 and CSS3?	Audio and Video without plugins?
HTML5 Feature Overview	Playing audio files
<ul> <li>Important Tools and Scripts</li> </ul>	Playing video files
Browser limitations	Script libraries that will save you time!
Looking to the Future –HTML5 Technologies	
2. Getting Started wih HTML5 Boilerplate	7. Geolocation
What is HTML5 Boilerplate and why would I use it?	Integrating Geolocation into HTML5     applications
HTML5 Boilerplate Features	Supported browsers
Getting Started with HTML5 Boilerplate	<ul> <li>Accessing Longitude, Latitude &amp; other Settings</li> </ul>
	Geolocation script libraries
3. HTML5 Semantic Tags	
The need for semantic tags	8. Local Storage
Defining headers and footers	Building a Better Cookie
Defining sections	Local Storage API
Defining articles	Local Storage Events
Defining figures	
Defining navigation	9. Web Workers
	What are Web Workers?
4. Styling HTML5 with CSS3	Creating a Web Worker script
Key CSS3 Features	Posting Messages
Are there Cross-Browser Limitations?	
CSS3 Selectors	10. Web Sockets
Working with shadows	The Role of Web Sockets
Defining Gradients	Creating a Socket Server
Rounding Corners	Connecting to a Socket Server from the Client
Using Transforms	
5. Drawing with Canvas and SVG	11. Detecting HTML5 Features with Modernizr
The Canvas is all about JavaScript!	What is Modernizr?
Canvas Drawing Functions	Detecting features with Modernizr
Drawing lines	Modernizr CSS Classes
Drawing shapes	Detecting HTML5 Features using JavaScript
SVG Fundamentals	
<ul> <li>JavaScript Libraries</li> </ul>	